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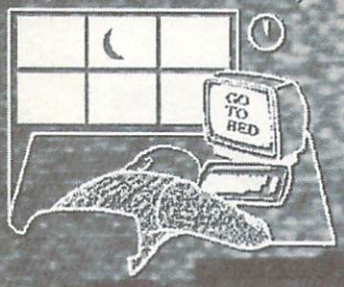

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the INFO WRAP-UP

ALL THE NEWS THAT JUST OTHERWISE WOULDN'T FIT

FOR SUBSCRIBERS ONLY

When you subscribed to INFO, maybe you were surprised to find out that "bimonthly" sometimes meant "every 10 weeks or so". Maybe your INFO came in the mail after they'd already appeared on the stands. Maybe you moved and the post office kept your magazines. But you've been patient, loyal, and understanding. You accepted that we were doing our best, and that when your issue of INFO came it would be worth the hassles. Thanks. As a token of our appreciation, we'd like to welcome you to **INFO Wrap-Up**, two additional pages of INFO for subscribers only. This special section of late-breaking news, INFO insights, and useful information is our way of saying, "Thanks for subscribing." Look for it in every future issue of INFO.

There are two more bits of good news for subscribers: First, we've applied for a second class mail permit. Once it gets through all the red tape, you'll be getting your magazines faster, and they will be automatically forwarded when you move! The second item of good news is that the combination of second class mail regulations and our new distribution agreement with Select Magazines makes sticking to our publication schedule more important than ever...so you'll be getting INFO on a much more regular basis. (I imagine getting this issue so soon surprised a lot of you!)

Hope you enjoy the **INFO Wrap-Up!**

-Mark & Benn

THE PS/2

Now that the PS/2 has been delivered into the hands of users, or at least into dealers' showrooms, there are grumblings about the lack of decent price/performance for the whole line. Some analysts (and these are people who usually run blindly where IBM says to walk) are even saying that the systems are a waste of good electronic components. In INFOWORLD, the articles have sounded like this:

"...corporate PC managers are telling InfoWorld that the time has passed when they bought IBM microcomputers 'on faith'. Most say they intend to put the new machines through rigorous testing and price/performance evaluations before purchasing."

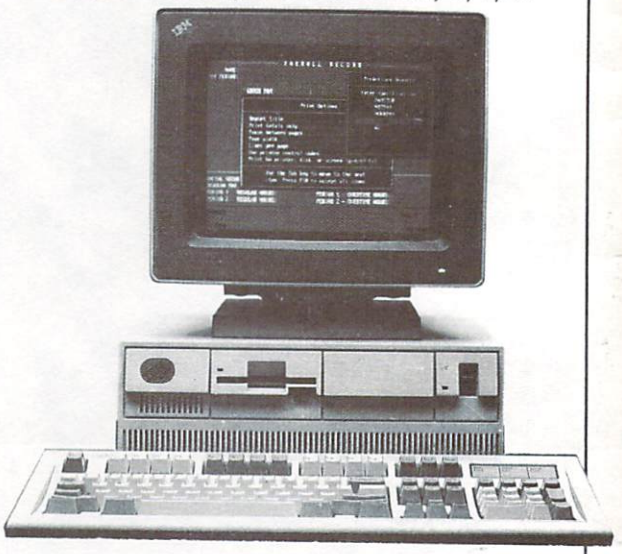
-Alice LaPlante, INFOWORLD, 3/30/87

"...the fact of the matter is that IBM's significantly more proprietary systems show no significant performance advantage over competitive systems with comparable configurations...IBM could certainly have done a much better job of offering value for the dollar than the reality of the PS/2 line admits."

-William F. Zachmann, INFOWORLD, 4/27/87

"One month after IBM's PS/2 announcement, compatible systems makers report a sales surge as corporate buyers continue to purchase large quantities of current DOS-standard machines ...few people waited for IBM"

-Rachel Parker, INFOWORLD, 5/4/87



The industry reaction to the PS/2 seems to range from openly outraged to guardedly optimistic. *Nobody* seems to be overly excited over the new PS/2 line, not even IBM dealers. In fact, many IBM dealers have complained about a shortage of IBM/PC-XTs since the announcement; they're selling well, but IBM has curtailed production of the XT in favor of the PS/2 line.

Watch for a side-by-side comparison of the new PS/2 series with the Amiga and other 16/32-bit computers in an upcoming issue of INFO.

80386 MATH BUG

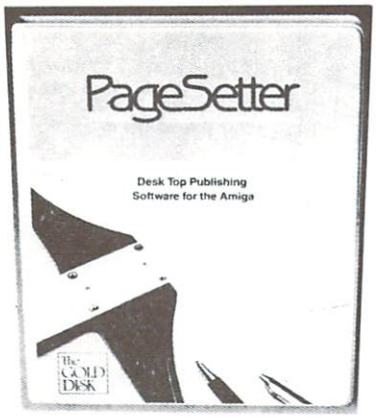
There is a hardware error burned into the design of Intel's 80386 chip design that can

the INFO WRAP-UP

ALL THE NEWS THAT JUST OTHERWISE WOULDN'T FIT

...continued from front

cause errors when performing 32-bit math. To get rid of the problem, Intel will have to do a major redesign of the chip. This problem is sure to impact the utility of those 80386 systems that have already been delivered to market, and may delay the introduction of other 80386 based systems, including some members of IBM's new PS/2 series.



POSTSCRIPT ON PAGESETTER

Beta copies of **Pagesetter** with added PostScript capabilities are in the field. We've seen an Amiga newsletter produced with the new version, and it looks promising, though the editor reports there are still some bugs. Hopefully it will be shipping soon.

SUPPORT YOUR NEWSLETTER!

Bob Ferguson of the **New Orleans User Group** recently pleaded with his members to contribute articles with this pitch in the NOCK Newsletter: "Our newsletter is mailed to INFO. Just think, if you were to write a good article for our newsletter someone of much importance in the publishing business might read it and like your style and use of words. You could be asked to write for them." He's right. We're always looking for good writers, and we *do* read all the user group magazines that are sent to us. We discovered INFO Contributing Editor Don Romero slaving away as Editor of the Western Indiana Commodore Users Group newsletter. If we're not getting your newsletter, please add us to your mailing list: INFO Publications, PO Box 2300, Iowa City IA 52244.

IMAGE 3

If you're into 3D and own a C64, you'll be interested in IMAGE 3. You can create stereoscopic images on the C64 screen that float around when viewed through those keen new-wave red and blue video 3D glasses. IMAGE 3 is said to provide a plethora of commands for 3D drawing and control, including perspective changes and shaded hires hardcopies. $59.95 from: Micro Development, PO Box 5872, Cleveland OH 44101

CALLIGRAPHER

Calligrapher is a full-color font editor for the Amiga. Fonts can contain up to 16 colors, with a maximum character size of 160x256 pixels. These ColorText (tm) fonts are said to be compatible with all software that uses standard Amiga fonts. Each font can be composed of up to 255 characters, and you can even use IFF brush files to define characters. Requires 512K Amiga, 1 meg for 30-60 point fonts. Price is $100, but a demo is available for $5 from: Inter/Active Softworks, 57 Post St, #811, San Francisco CA 94104

AMIGA DOMINOES

If you like to play Dominoes, you'll be interested in this 512K Amiga version of Seven Toed Pete. You get a computer opponent with speech and built-in Domino Tutor, all for $24.95 from: Polyglot Software, 10431 Ardyce Court, Boise ID 83704

NEW SSI GAMES

SSI has four new C64 games in the works for you dedicated wargamers. **B-24** is a real-time WWII bomber simulation. **Wizard's Crown II** is a sequel to...well, you guess what it's a sequel to. **Phantasie III** is the third in the Phantasie line. **Chickamauga** is a Civil War battle game. All will be available this summer, from: Strategic Simulations, 1046 N. Rengstorff Ave., Mountain View CA 94043, 415-964-1353.

....That's the Wrap-Up for this time. See you next issue! *-Mark & Benn*